**Spelling Hockey**

In this hockey-themed board game, students spell words to move a puck across the rink.

* Materials
  + List of the week’s spelling words or words from novel, math unit, vocabulary etc.
  + Hockey rink pattern
  + Dice (two for each group)
  + Small counters( one for each group)
* Preparation
  + Enlarge hockey rink pattern
  + Create activity directions for students
  + Divide the class into small groups of 5 or7 players (each group should include an off number of players)
  + Distribute the hockey rink pattern, dice and a small counter to each group.
* Directions
  + Each small group should be divided into two equal teams. One student should be the referee.
  + The first team should be the Odd team and the second team should be the Even team. The Odd team should play when an odd number is rolled. The Even team should play when an even number is rolled.
  + The referee should place the counter (puck) in the center of the rink and should tell each team which is theirs.
  + The referee should roll the dice to determine which tea, will have first possession of the puck.
  + The referee should choose a spelling word and read it aloud.
  + A player on the team with possession of the puck should spell the word. If the player spells the word correctly, the puck moves one space toward the team’s goal. If the player spells the word incorrectly, the puck does not move.
  + Play continues as players roll the dice and spell words.
  + When a team moves the puck behind the goal line, they score one point. After a team scores, the puck should be returned to the center of the rink for another round of play.
  + Continue the game for a predetermined amount of time. The team with the most points at the end of the game wins.

